ORANGESEER

This bloated mass of flesh and bone merely suggests the general shape of a being who was once humanoid. Its arms and legs have dwindled into near-vestigial appendages hanging off a grotesque body wrapped in bright orange skin. Its many eyes look in your direction, and you get the feeling most of them are looking right through you.

Almost Humanoid. An orangeseer is a creature that was once a humanoid being, but by excessive use of orangespice has transformed into something new. While daily users of orangespice may gain precognitive abilities, they are nothing compared to the raw psionic energy housed within an orangeseer who has completely surrendered themselves to the spice's allure. It has granted the orangeseers future

sight and vision into alternate timelines beyond even the most gifted practitioners of divination magic, however, these fantastic abilities are not without costt. Orangeseers are entirely dependent on orangespice, and without it, they will gradually wither and die.

Life of Luxury. Many orangeseers live in utter extravagance. They know how valuable their abilities of future sight can be, and are happy to loan these services out to anyone who can afford their exorbitant fees. Only the wealthiest organisations or individuals can afford to keep an orangeseer on payroll for long periods of time, but those that can pay the cost in gold often reap the benefits afforded only to those with knowledge of events yet to transpire.

The Spice Must Flow. Due to their dependence on orangespice, orangeseers are almost always located in arid desert regions where they have easy access to the substance, though in some rare cases they can be found elsewhere so long as they are provided with a steady supply of orangespice.

Orangespice

Orangespice is a fine orange powder that carries the unmistakable scent of cinnamon. It is a byproduct of microscopic organisms who occupy desert regions across the multiverse. Regular consumption of this highly addictive substance can grant the user precognitive abilities and extend their lifespan well beyond what is natural for their species, however, these boons don't come without danger. The substance alters the creature's genetic makeup, and once a creature has accustomed themselves to orangespice they become reliant on it. A single dose of orangespice consists of an amount roughly the same size as a sugar cube. It is not possible to reduce your dependency on orangespice, only to maintain your usage, increase your usage, or stop altogether. The effects are cumulative, meaning that if you increase frequency of use you gain all the benefits (and drawbacks) of less frequent usage. Use the following table to determine how orangespice effects a creature ingesting it, and what will happen to them if they stop.

Frequency	**Effect**	**Physical Changes**	**Lifespan Increase**	**Consequences for Missing a Dose.**
Yearly.	The creature has advantage on Intelligence skill checks.	None.	1d4 years	The creature has disadvantage on Intelligence skill checks until they take another dose.
Monthly	The creature learns the guidance cantrip.	The creature's eye colour becomes a bright blue.	10d4 years	The creature has disadvantage on Wisdom Saving Throws and skill checks that use Wisdom until they take another dose.

Weekly	The creature learns the *augury* spell and can cast it three times per day without consuming a spell slot.	The creature's skin becomes heavily tinted with orange hues.	15d6 years	The creature has disadvantage on Strength Saving Throws and Attack Rolls until they take another dose.
Daily	The creature learns the *Divination* spell and can cast it three times per day without consuming a spell slot.	The creature begins to grow extra eyes, and their body becomes somewhat bloated.	20d8 years	The creature has disadvantage on Constitution Saving Throws and only regains half of their maximum hit points when taking a long rest until they take another dose.
Hourly	The creature is transformed into an orangeseer.	The creature's body becomes a misshapen, bloated, mass of flesh and bone.	25d10 years	For each hour the creature goes without consuming a dose of orangespice it takes 1d8 necrotic damage. This damage reduces the orangeseer's maximum hit points by the amount dealt and can not be prevented in any way other than a wish spell. Their maximum hit points are restored after 24 consistent hours of orangespice consumption.

Orangeseer

Large Monstrosity, Typically Lawful Evil

Armour Class - 16 (future sight)
Hit Points - 102 (12d10 + 36)
Speed - 20 ft., fly 10 ft. It can hover

STR	DEX	CON	INT	WIS	CHA
11	8	16	26	15	14
+0	-1	+3	+8	+2	+2

Saves INT +11
Skills Arcana +11, Deception +5, History +11, Intimidation +5, Persuasion +5, Religion +11
Damage Immunities poison, psychic

Condition Immunities charmed, all disease, poisoned
Senses passive Perception 12
Languages Common, telepath 300 ft.
Challenge 6 (2,300 XP)

Proficiency Bonus +3

Traits

Future Sight.
The orangeseer constantly sees several possible futures simultaneously with its view of the present, granting it a bonus to initiative rolls equal to its Intelligence modifier.

Magic Resistance.
The orangeseer has advantage on saving throws against spells and other magical effects.

Orangespice Dependence.
The orangeseer must consume orangespice hourly. For each hour the creature goes without consuming a dose of orangespice it takes 1d8 necrotic damage. This damage reduces the orangeseer's maximum hit points by the amount dealt and can not be prevented in any way other than a *wish* spell. Their maximum hit points are restored after 24 consistent hours of orangespice consumption.

Psionic Power.
Spells cast by the orangeseer cannot be targeted by *counterspell* or any other effect that disrupts magical effects such as *dispel magic*.

Actions

Multiattack.
The orangeseer makes two claw attacks

Claw.
Melee Weapon Attack: +3 to hit, reach 5 ft., one creature.
Hit: 3 (1d6 + 0) slashing damage.

Psionic Lash.
Ranged Spell Attack: +11 to hit, range 30/120 ft., one creature.
Hit: 36 (8d6 + 8) psychic damage.

Extract Intellect (1/Day).
The orangeseer attempts to syphon away the intelligence of creatures in a 15 foot radius surrounding it. All creatures in the area have their Intelligence reduced by 1d4 unless they can make a successful DC 15 Intelligence Saving Throw. This Intelligence reduction lasts until the afflicted creature takes a long rest. For every point of Intelligence drained, the orangeseer gains one point of Intelligence up to a maximum of 30. For each excess point of Intelligence drained by the orangeseer it gains 5 tempooray hit points. This Intelligence increase lasts until the orangeseer takes a long rest.

Innate Spellcasting.
The orangeseer's innate spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *augury, divination, guidance*
- 3/day each: *commune, dimension door*
- 1/day each: *charm person, hold monster, hold person, scrying, suggestion*